



Info Sheet

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[Steam Page](#)

[Meta Quest Page](#)

<https://www.vexmage.com/>

Developer

Nervous Systems is a small US indie team of 3 people. Its founders previously worked on the VR game *SWARM*. The team builds immersive experiences engineered for momentum and flow.

Release

VEX MAGE is created with VR and Flat modes for Meta Quest and Steam PC.

Overview

- VEX MAGE is a fast and fluid spellcasting shooter that twists together the kinesthetic immersion of VR with the feel of classic PC shooters.
- Players wield arcane powers in both hands and combine them to create devastating effects.
- Built around a deterministic, skill-driven loop, each arena challenges players to balance aggression, positioning, and ability timing to survive overwhelming waves of enemies until they escape into a portal.
- The aesthetic blends arcane mysticism with cosmic technology; a dreamlike fusion of magic, circuitry, and astral geometry.
- Global leaderboards let players compete for the highest scores across multiple modes and platforms.

Gameplay

- Players wield two hands of magic, fusing elements in real time to create unique spell combinations.
- Movement and combat are inseparable: spells double as traversal tools, letting skilled players perform high-speed maneuvers and creative chain kills.
- Core mechanics include:
 - Hydro Jump – launch yourself with ectoplasmic explosions (a throwback to classic rocket jumping).
 - Knockback forces – propel across surfaces with streams of volcanic shards.
 - Anti-gravity – suspend mid-air while channeling lightning spells.
 - Elemental Fusion – merge spells for enhanced or hybrid attacks.
- Abilities like Temporal Focus, Attract, and Psychic Blast augment moment-to-moment tactics but must be used strategically.
- Portals to the next level spawn after time and explode after 30 seconds, creating pressure to collect as many pickups as possible before continuing.

Scoring

- Radiant orbs drop from slain enemies and reward points to players.
- Players gain focus by maintaining damage to enemies without being hit. While focus is active, enemies drop twice as many radiant orbs, creating a sense of momentum that must be sustained.

Online

- Full leaderboard integration for 1, 2, and 3 player runs.
- Cross-platform support between Steam and Meta Quest.
- Online multiplayer for co-op runs.



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October 2025